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# HANNA-BARBERA's THE FLINTSTONES

FRED  
AND  
BARNEY  
ARE  
OFF  
TO  
VISIT  
MARS  
IN THE

AMAZING  
RUBBLE  
BUBBLE



Now . . . the Amazing

**ENERGIZED™**

**SPIDER-MAN!**

**ENERGIZED**

**TO CLIMB!** Attach the Spider Clamp, turn on Spiderman's energy belt and his web climber goes into action. He climbs doors. Walls. Windows. Fences. Automatically.

**ENERGIZED**

**TO PULL!  
TO LIFT!**

Spiderman's energized web actually pulls and lifts objects heavier than his own weight!

**ENERGIZED**

**TO POWER HIS SPIDERCOPTER.** As Spiderman sits in his Spidercopter, his power turns the rotor. And also sends out a powerful search beam. Spiderman flies by night.

Spider-man is 13 3/4 inches tall.

**ENERGIZED**

**TO THROW LIGHT!**

His Spider-Light cuts a beam through the night, lighting the way to safety . . . or to find the enemy!

**The  
ENERGIZED**

**GREEN GOBLIN.** Spiderman's enemy. He's energized to cut Spiderman's web, power his Goblin Ray gun. A formidable foe for Energized Spiderman.

Green Goblin comes with Web Cutter and Goblin Ray Gun.

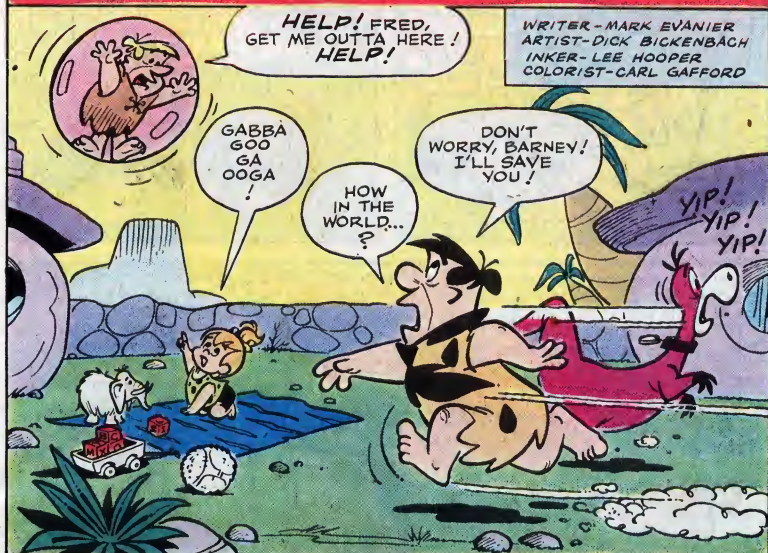
**ACCESSORY PACK, TOO!** A Spider Trap, plus Spider Ray Gun. Rocket Camera. Just attach to Spiderman's Energy Belt!

**REMCO**

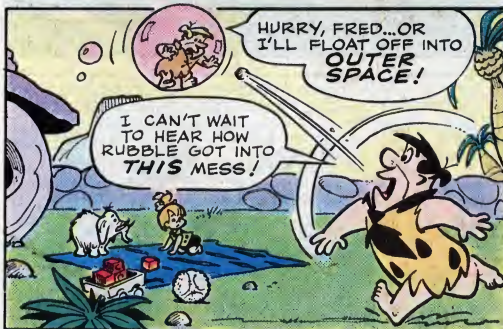
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# THE AMAZING RUBBLE BUBBLE

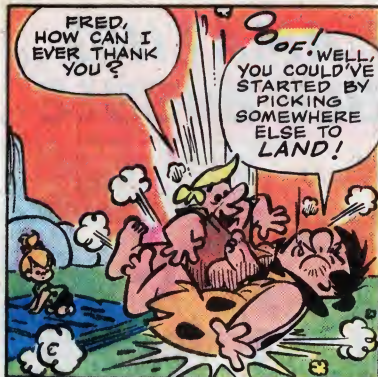


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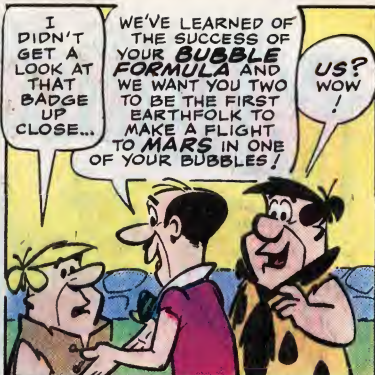


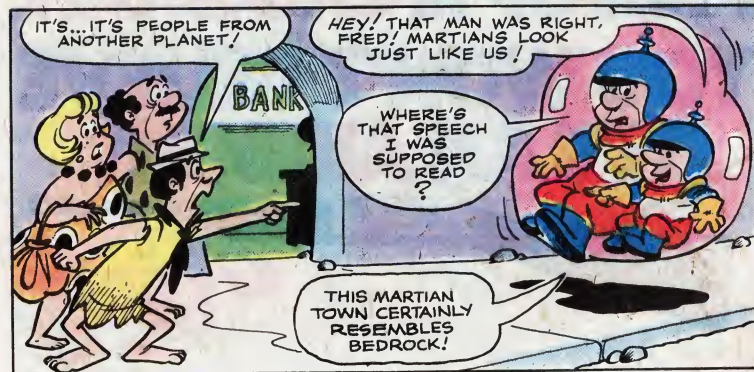
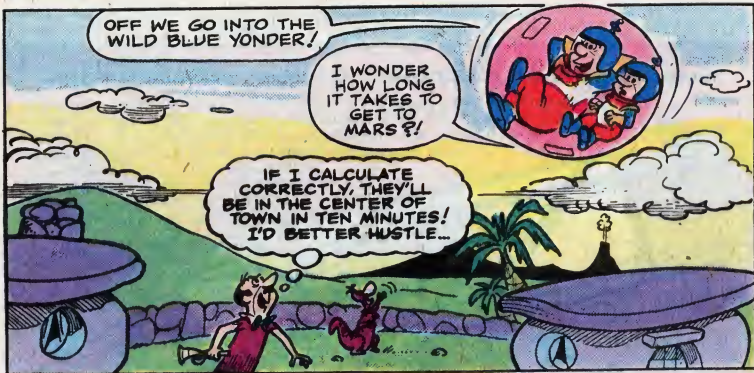
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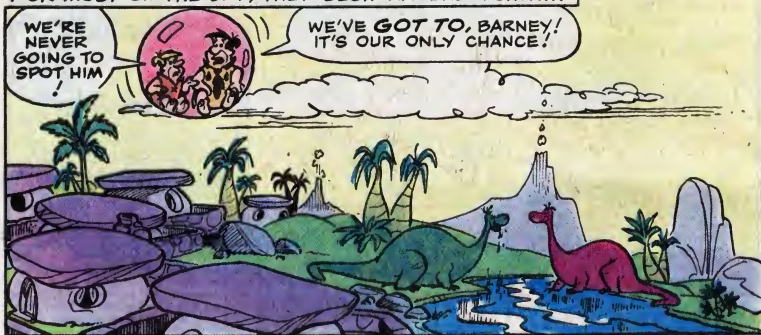




**BUT THEY DO GET AWAY....**



**FOR MOST OF THE DAY, THEY BLOW AROUND TOWN....**

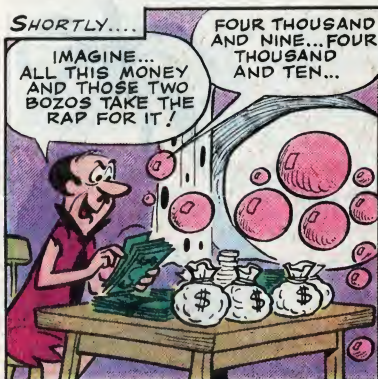




SHORTLY....

IMAGINE...  
ALL THIS MONEY  
AND THOSE TWO  
BOZOS TAKE THE  
RAP FOR IT!

FOUR THOUSAND  
AND NINE... FOUR  
THOUSAND  
AND TEN...



HEY! WHAT'S GOING  
ON HERE? AND  
WHAT ARE YOU  
DOING HERE?

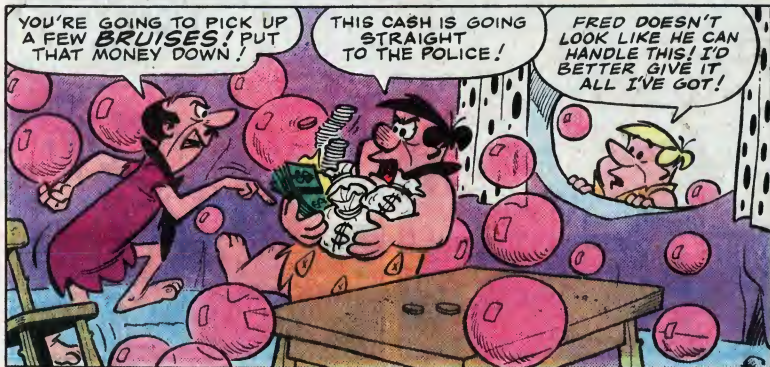
WE JUST  
DROPPED  
BY TO  
PICK UP A  
FEW BUCKS...



YOU'RE GOING TO PICK UP  
A FEW **BRUISES**! PUT  
THAT MONEY DOWN!

THIS CASH IS GOING  
STRAIGHT  
TO THE POLICE!

FRED DOESN'T  
LOOK LIKE HE CAN  
HANDLE THIS! I'D  
BETTER GIVE IT  
ALL I'VE GOT!

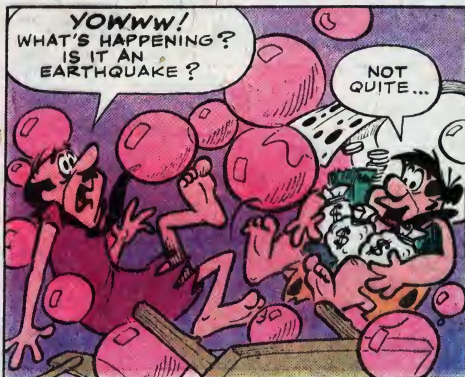


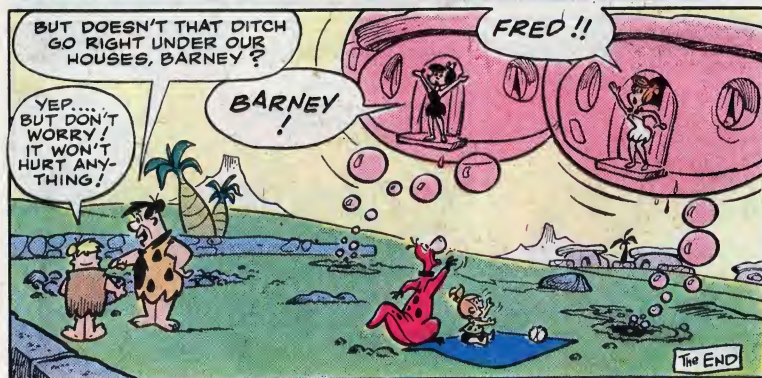
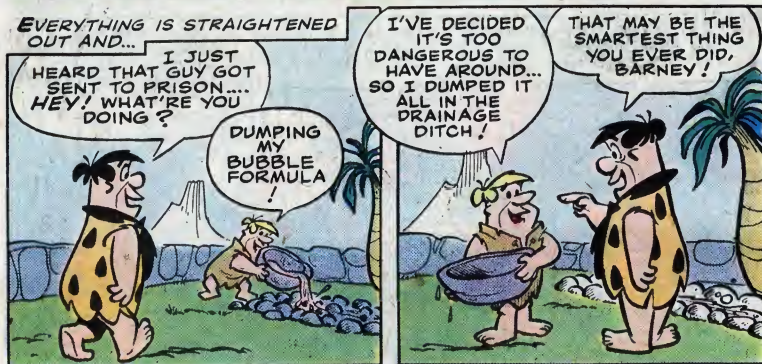
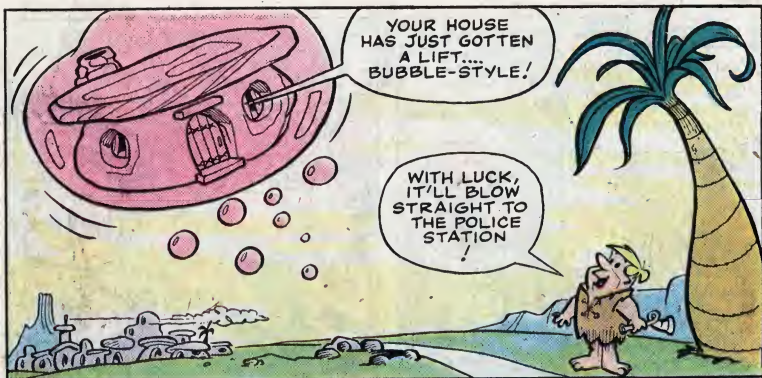
UGHHHHHHH!  
THIS COULD BE  
HAZARDOUS TO  
MY  
HEALTH!



YOWWW!  
WHAT'S HAPPENING?  
IS IT AN  
EARTHQUAKE?

NOT  
QUITE...







# THE FLINTSTONES

## The FOOTBALL FANATICS

...AND ROCKWELL PASSES FROM THE THIRTY-YARD LINE... **INCOMPLETE!**

THAT BONEHEAD! IT WAS OPEN THROUGH THE MIDDLE!

I TELL YOU, BETTY... I'M GETTING SO TIRED OF THE BOYS WATCHING FOOTBALL ALL THE TIME!



I AM, TOO... BUT WHAT CAN WE DO?

MAYBE WE CAN SHAKE THEM UP A BIT!

**COME ON!**  
KNOCK OFF THE BALLET AND PLAY FOOTBALL!



SHORTLY...

I DON'T GET IT, WILMA! WHY THE OLD CLOTHES?

WE'RE GOING TO ATTEMPT AN **INTERCEPTION** ON THAT T.V. FOOTBALL GAME....



# THE FANTASTIC WORLD OF HANNA-BARBERA STORY SESSION

"They could run into a spooky tunnel that suddenly closes behind them . . . a giant hand comes up out of the ground and lifts the mystery van high into the air . . . a canary changes into a twenty-foot bat that picks them up and flies to a mountain cave . . . a mysterious ray shrinks the group down to insect size and they are chased by an enormous beastly beetle!"

Weird sounding phrases? Something from a sleepless night? A modern Tower of Babel? . . . None of these things! It's bits of conversation you might hear coming from a Scooby-Doo story session at the Hanna-Barbera cartoon studio.



Putting a script together for a Saturday morning show does not just happen by giving a writer a story assignment. It is a result of a number of people working together as a creative team. At Hanna-Barbera, Bill Hanna is the production executive, while Joe Barbera spearheads the "idea group" whose job it is to put Scooby into new exciting, mysterious situations once a week. Barbera, his story editors, writers, and network producers have to coordinate the story material to achieve a diversity in plots and a variety of action situations.

A story conference may begin with a review of a number of script ideas. Someone suggests that Scooby and his friends have not had a vacation. Perhaps they could be on a busman's holiday and run into a mystery.

"Sounds possible," says Barbera. "But where do they go? We could fly the van in one of those big cargo planes, but I think we ought to try to keep them in a more plausible location."

"How about a museum?" a writer asks.

"Another museum? Forget it, we've had them there before," says the story editor, "but we could get the gang to the beach . . ."

"Hey! A surfing contest!" Someone breaks in.

"No way, surfing is too limited for your deep dark mystery, unless the van turns into a submarine," says Barbera.

"We haven't gone south of the border," a voice pipes up. "They could be driving to Mexico for a vacation."

"Sounds good," says the network representative, "and there's possibility for a lot of mystery."

"Maybe they could stop off at a fiesta. That could add all kinds of fun situations."

"Fred shows interest in the beautiful wide open country, beautiful scenery and fascinating Aztec temples they will be seeing."

"Scooby can do a wild version of the Mexican Hat Dance, or pretend to battle a bull!"

"We need a mystery situation," says Barbera.

"Maybe a professor and his wife are really smugglers of Mexican artifacts."

"Why not? . . . And they could set up a ghost to scare away the nosy tourists."

"Okay," says Barbera. "Let's get a first draft put together . . . a title? . . . oh, let's call it 'The Fiesta Host is an Aztec Ghost.' Maybe we'll come up with a better one . . . by the way, start thinking of adding another character to the Scooby-Doo Show . . . no, not a cat, but maybe another dog . . . could be a relative of Scooby-Doo . . . Dinky-Doo, a cousin who isn't always playing with a full deck of dog biscuits, just a little dull . . . maybe sorta dumb . . . yeah, Scooby-Dum. Hey! That's it! Give it some thought. He could be a funny companion for Scooby-Doo. It would give the show a whole new look!"

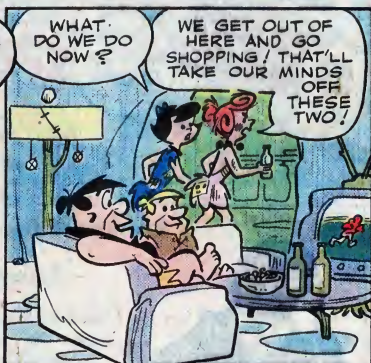
That is a sample of a typical story session in brainstorming a Scooby-Doo show at Hanna-Barbera's Funtastic World. It is an exchange of ideas that eventually puts things into focus and results in a finished script complete with scene direction and dialogue.

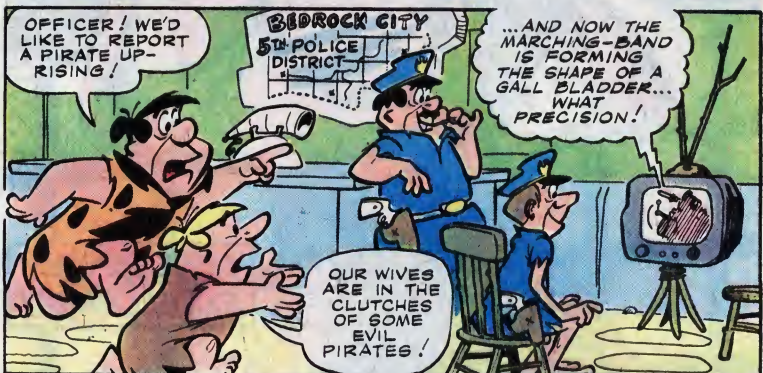
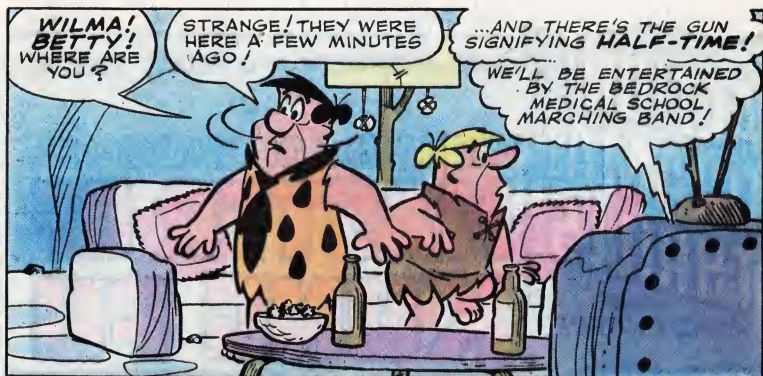
But this is just the beginning. The animated production process takes about sixteen more weeks of effort by many more creative people who add their touches, until the final product is a print, ready for Saturday morning viewing on national television.

It's a lot of work, but it's also a lot of fun in Hanna-Barbera's Funtastic World of Scooby-Doo!

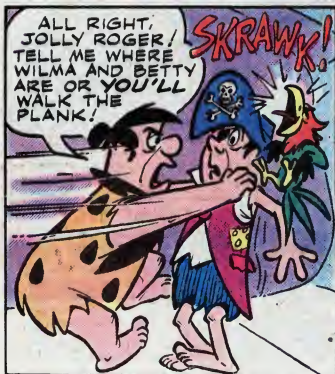












THE **REAL** PIRATES GOT 'EM!  
WE'LL NEVER SEE WILMA AND  
BETTY AGAIN! IT'S ALL OUR FAULT!



YEAH...IF WE HADN'T  
BEEN SO WRAPPED  
UP IN THAT DUMB  
FOOTBALL GAME...

**FRED!**  
THERE THEY  
ARE! IN  
ONE PIECE



FRED...BARNEY...  
WHAT ARE  
**YOU TWO**  
DOING OUT  
HERE? WAS  
THE GAME  
CALLED?

YOU GOT AWAY!  
YOU POOR DEAR  
GIRLS...WHAT YOU  
MUST HAVE BEEN  
THROUGH!

WE'RE NEVER  
GOING TO PUT  
FOOTBALL AHEAD  
OF OUR WIVES  
AGAIN!  
HONEST!



DO YOU UNDERSTAND  
THIS?

NOT A BIT! BUT  
WHATEVER CAUSED IT,  
I'M ALL FOR IT!



AND SO...

...WE'LL RETURN TO OUR DAYTIME DRAMA  
IN JUST A MOMENT...

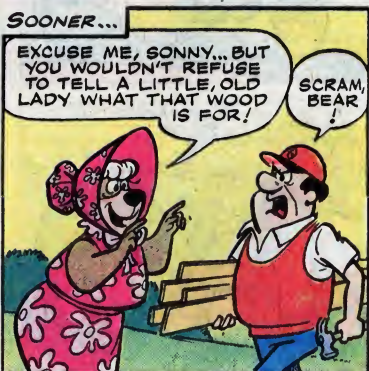
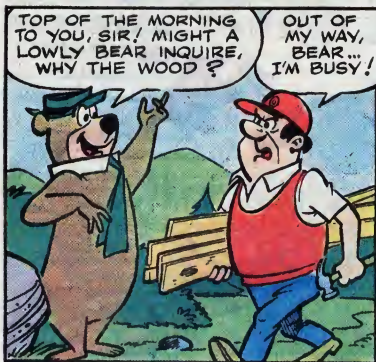
THESE WOMEN CAN'T  
TAKE THEIR EYES OFF  
THEIR **SOAP  
OPERAS!**

I'VE GOT AN  
IDEA, BARNEY...  
WE GET SOME  
RAGGED  
CLOTHES  
AND...



THE END





SOONEST....

HI, THERE! I'M A  
BEAVER AND I  
STUDY ALL KINDS  
OF WOOD....

...AND YOU  
AREN'T BUYING  
THIS ONE,  
EITHER,  
ARE YOU?

NO  
LUCK,  
YOGI  
?

NOPE!

LET'S GO SEE  
MR. RANGER! MAYBE  
HE  
CAN TELL US WHAT  
THAT MAN PLANS  
TO DO WITH THAT  
WOOD!



AND SO...

...AND HE HAS  
A PILE OF  
LUMBER....

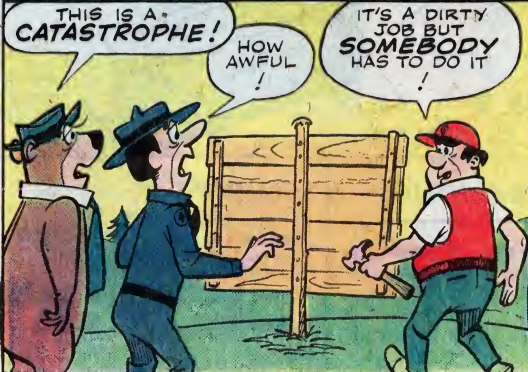
OH, NO!  
I WAS  
AFRAID OF  
THIS! IT'S  
TERRIBLE!



THIS IS A  
CATASTROPHE!

HOW  
AWFUL  
!

IT'S A DIRTY  
JOB BUT  
**SOMEBODY**  
HAS TO DO IT  
!



WHAT'S THIS  
ALL ABOUT?  
YOU'LL FIND  
OUT ON PAGE  
ONE OF THE  
NEXT ISSUE

OF  
**YOGI  
BEAR**

ON SALE  
NEXT MONTH!



# KISS

## A MILESTONE



# MOVE IT! STEER IT! SHIFT IT! BUILD IT!



Piston motion  
turns crank shaft

Two speed  
transmission

Working  
engine  
gears

Shock  
absorber

Crown gear  
turns rear  
axle

Universal  
joint

Adjustable  
reclining  
seats

Rack &  
Pinion  
steering  
system

Soft-tread  
rubber  
tires

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